
AMENDMENTS TO THE CLAIMS

1.-7. (canceled)

8. (currently amended) A method of executing a game program by using a computer that has a controller which has pressure-sensitive means for sensing a variable pushing pressure of a player on the controller and that is able to execute a game program that includes scenes of exchanges between the player or an on-screen character controlled by the player and on-screen other characters, the method comprising the steps of:

generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude dependent on said variable pushing pressure, and

transmitting an emotion of the player corresponding to the magnitude of said pressure-sensing output signal to at least one of said other on-screen characters.

9. (currently amended) The method of using a computer according to claim 8, wherein said pressure-sensitive means switches among a plurality of modes of emotion of the player.

10. (currently amended) The method of using a computer according to claim 9, wherein said pressure-sensitive means includes a plurality of pressure-sensitive means corresponding to said plurality of modes of emotion.

11. (original) The method of using a computer according to claim 8, further comprising the steps of:

recognizing an emotion of anger to be present depending on a magnitude of an output value of said controller in scenes in which the player or the character controlled by the player has a high probability of expressing anger; and

recognizing an emotion of joy to be present depending on the magnitude of the output value of said controller in scenes in which the player or the character controlled by the player has a high probability of expressing joy.

12. (original) The method of using a computer according to claim 8, further comprising the steps of:

recognizing a case where the output value of said controller changes from large to small to be an emotion of sadness, and

recognizing a case where the output value of said controller changes from small to large to be an emotion of joy.

13. (canceled)

14. (new) The method of using a computer according to claim 8, further comprising the step of transmitting the emotion at a predetermined value corresponding to the magnitude of said pressure-sensing output signal for a predetermined period of time.

15. (new) The method of using a computer according to claim 8, wherein said emotion corresponds to speech content of said player.
